



0103 – Alcunur – CA02536-8

Bases R Trade Codes IC, NI, Va
 Large, barren, rocky planet. Very little atmosphere forces population to cluster in sealed domes. For agriculture, genetically-modified potatoes and carrots grow, irrigated by water pumped from underground springs. The main industry is uranium mines. The planet is run by a board of directors. The capital is Santra, population of roughly 20,000, people there live in sealed domes connected by tunnels, and underground cave system, centered around largest underwater spring, around 50 kilometers from the main uranium mine. Beneath the surface are miles of watery caves, with occasional grottoes that serve as stop points for divers and submariners. The planet's only fauna lurks in these waters caves, mostly standard deep sea fare, but also far larger, far more dangerous beasts. The administrator of Santra, Amdra Dolspar, and her council, have forbidden exploration of the caves, but enforcement is lax and

many go to seek supposed treasure, said to remain in the grottoes from an ancient civilization. Also in Santra's sister city, Tazra, is Stelspine, a large exoskeleton manufacturer, with models for sale at cheap.

0105 – Sullassa – D77B764-4

Bases S Trade Codes Ri, Wa
 This misty waterworld has lost most of its island to violent tidal forces. The only survivors are enormous rocky mountains, whose summits contain the planet's settlements. Its people are fed mostly by submersible teams dragging enormous nets to capture the planet's plentiful fish. Sullassa is divided into 11 nations: Veccia, Tolstania, Ulradd, Odsk, Stevance, Zarsta, Andarro, Sesar, Lectumi, Presati, and Telnav. Telnav, controlling the planet's spaceport, Starspire, is the most powerful nation, maintaining the others in a loose coalition. The nations are quite small, connected by aircraft, as most are clusters of plateaus and mountains. Further down the slopes are tidal areas that flood constantly. Caves that alternate between submergence and dryness find themselves full of strange amphibious life. Many anemone-like creatures, between 0.25 and 2 meters tall, clog the deep caverns, feeding on plankton and krill when the caves flood and respirating air when the caves are dry. Some pharmaceuticals use ingredients extracted from the creatures, who are "milked" by carefully-trained and highly-paid workers willing to stick closely to the tidal schedule.

0106 – Ferren IV – X689202-1

Bases none Trade Codes Lo, Lt, NI
 The fourth planet of the system is home to a few hundred luddite monks who live in monasteries atop small mountains, subsisting on strange fruit from bushes and bounding tripod-legged creatures called trelk, which feed on plants with several long probosci. The monks forbid and fear technology, and nothing metal or electronic is allowed within their large monasteries, built from spongy stone-like plant growth and natural stone from the mountains. Much of the planet is water, great seas ruled by massive whale-sized sea serpents. Their meat is considered a delicacy on other planets, and occasionally a fishing expedition is deployed here.

A few islands contain dragonfly-like birds, small furry mammals, and spindly flightless insectoid birds around 1.5 meters tall called brupecks. These creatures are extremely territorial, and while they pose little threat individually, they tend to rove about in packs of five to thirty individuals, and are quite coordinated when they feel threatened.

0107 – Sokheim – C777365-6

Bases none Trade Codes Lo, NI

This cold, rocky planet is half lakes and covered in patchy forests of four-armed trees. Ruled by a puppet government of the Tqarshian Empire, the small city of Tokal is home to the appointed governor, Luskov Tarlny. A spaceport exists just outside the brick-building-lined streets of Tokal, mostly to collect the output of its nearby rare element mining that provides much of Sokheim colony's raison d'etre. Somber mountain airs mix with off-world techno in a strange musical fusion unique to Sokheim. Films are another export, as the fantastic landscape attracts many filmmakers. Spiced roska fish from the nearby Lavender Lake are a delicacy in Tokal. Hunting herds of six-legged elk is another attraction for off-worlders. Tokal being quite small, much of the planet is uninhabited, as the Tarshian Empire has not authorized further settlements. Breath filters are required while outdoors on Sokheim: most buildings have filtration and monitoring systems to keep the air breathable. The head of the colony, Algos Feilar, is Sokheim-born and thus tempers his duty as an imperial agent with a strong affinity for the people of Tokal and their culture.

0108 – Graffentaur – BA628A6-8

Bases R Trade Codes none

This massive planet's few lakes and seas provide the epicenter of its civilization. Under the rule of Kavios Dethoma, the nation of Graffenia earns its way through starship foundries and mining (mostly automated due to the planet's high gravity). Graffonian spacecraft are of decent quality and plentiful. Profits from state-owned companies and stakes in private ones earns Chancellor Dethoma plenty with which to fund his regime, including large armies and a private fleet. Imperial concerns about his intentions are tempered by their hunger for

buying his starships. For all the power behind its ruler's iron fist, the grip is surprisingly loose, and few on Graffentaur consider themselves to be oppressed. The spaceport is clean and bright, and while the screens will always cut to an important speech by Chancellor Dethoma (that he considers important), his presence is otherwise barely felt in the Highport or Lowport, where plentiful goods are available for export.

0203 – Ventula II – E774524-4

Bases none Trade Codes Ag, Ga, Lt, NI

This lush agricultural world has much of its civilization clustered around the city state of Teracophus. The stone city is full of beautiful sculptures and ivory-draped walls. They are led by a democratically-elected representative who speaks for them in foreign matters. All laws are voted upon, and voting is mandatory. There are nearly a dozen votes each year, each its own impromptu holiday. Ventula, and Teracophus in particular, are home to many writers and philosophers. Being preindustrial, or at least less so than most planets, there is huge demand for off-world tech on Ventula. However, a sect of philosophers known as the Yult believe it will corrupt Ventula's society. As such, they oppose off-world tech and constantly try to call votes to have it banned (with exceptions made for agricultural equipment). The planet's current representative is Tharius Woolund, who will often meet with diplomats or important visitors from off-world. Teracophus' farmers' markets are quite a spectacle, sprawling between enormous marble buildings, colorful tents beneath which enormous piles of exotic fruits and vegetables can be found. The atmosphere here requires wearing a breath filter; most of these are produced off-world.

0205 – Tassomer V – C41589B-6

Bases S,G,C Trade Codes IC

The fifth moon of the gas giant Tassomer, Tassomer V is a rocky world with little atmosphere. Its government is a tangled bureaucracy interlinking its various bases with its other industry. Refrigeration services in the plentiful ice caves. Underground cities are popular tourist destinations, artificially kept full of air and powered by nuclear

reactors. The famed Tassomer University can be found in the city of Kessalur. The city of Broffenson contains the planet's scout base, imperial consulate, and spaceport. The labyrinthine hallways and corridors of the underground city are served by subway trains and moving walkways. Some abandoned sections of the city are home to criminal element, isolated by hundreds of meters of locked doors with long-gone key card access. It is likely that there are significant abandoned assets in the partially-lit forgotten quarters of Broffenson, down endless linoleum-floored halls, and low gravity climbing chutes. The city spaceport is full of seedy characters selling items "reclaimed" from fallen sections of the city.

0207 – Kensaber A – B535ACC-8

Bases N, S, T, G Trade Codes Hi

Gas pockets and deposits of rare minerals have supported an inordinately large population on this small planet. Little grows easily on the barren surface, but hydroponics are successful in the few lakes that are suitable. Cave mushrooms are a delicacy. Cities are mostly underground or in deep chasms where pockets of breathable atmosphere gather. The largest province, Thalsia, contains the city of Vursalum, where the planet's starport is located. Vursalum, whose name roughly translates to "nadir of the chasm," is around 3,000 feet deep. The starport is a large compound near the center of a city home to around 5 million. The stone has a subtle purplish hue. The Tarshian naval base here also contains a starship foundry and a variety of advanced electronics companies and weapons developers. Duke Calotha and his advisors, mostly barons of gas mining or rare metal mining companies, rule with an iron fist, but a warm one, leaving him adored by much of the population, and keeping both weapons and free press out of the hands of the population, in the event that that changes. However, other than obscene wealth, the Duke has committed no atrocity against his people, so the Tarshian empire does not contest his rule.

0209 – Eskalon – C691675-5

Bases T, G Trade Codes Lt, NI

This mostly-barren world has reverted to an agricultural society with relatively primitive

technology. The few lakes and seas are drawn from heavily to provide for farms with pump infrastructure built long ago and of prodigious size. Most settlements, including its spaceport Alkeeda, are built in the highlands. The inhospitable desert's atmosphere is overly-dense and requires breathing filters, and is home to squat bony splay-legged lizards of 4 to 6 meters in length called ossisaurs. They are very aggressive and territorial. Alkeeda is a popular resort destination, and some believe the mountain air to be therapeutic. There are tensions between the nations of the highlands over the critical and hard-to-repair infrastructure of the old irrigation equipment, built back when the planet attracted higher-tech investors. The three nations are Paresk, Tepalon, and Moltina. Citizens of these countries are used to wearing breath filters, which are often shipped from offworld. Paresk (capital Luthma) is ruled by Count Ren Aluka, Tepalon (capital Helatur) is ruled by baron Francis Atoreq, and Moltina (capital Volciri) is ruled by Count Agnus Derutecci.

0303 – Nytharpa – D452899-2

Bases S,G Trade Codes Lt, Po

This failed colony has reverted mostly to a barely-industrialized state. Most of its largest cities are on the Brengra River, which thins as it evaporates in the thin atmosphere. There are many provinces, all controlled by an opaque government headed by the Grand Chancellor Obadairo Callentra. The provinces united under him after a brutal civil war brought on by famine. The relatively-primitive spaceport is built in the confines of an old castle, and is often occupied by charlatans hoping to score some valuable off-world goods. With plenty of agricultural output but little economic benefit to shipping it off-world, the majority of exports from Nytharpa are a variety of rare spices, herbs, and fungi that only grow on the planet. Most of the planet's population are farmers, and most worship a time-walking deity who lived briefly as a prophet, named Avagar, around 300 years ago. He disappeared, but his wife, Byrulia, died years later, and her tomb is a pilgrimage spot for worshipers. The names and number of his descendents is hotly debated, religious sects coalescing around the major theories. Many have

laid claim to being his descendants. The thin atmosphere here confines many settlements to the lowlands, though the lower gravity helps prevent overexertion.

0306 – Dradux V – C301457-8

Bases S Trade Codes IC, NI, Va

Held by Lord Tresk, a corpulent and ruthless man, this rocky world is home to mostly miners of the planet's rare elements, and their attendant entertainment. With no breathable atmosphere, the planet mostly is barren, outside of the polar ice caves, where many of the mines and Lord Tresk's ruling seat, Gemara, is located, along with the planet's starport. There are around 50 mines, each owing its allegiance to Lord Tresk. Plenty more space is left to be developed; the existing mines mostly cluster near the poles. The only "wildlife" are a few errant killbots from a worker's uprising over a decade ago. Lord Tresk's son Tovas is chief surveyor, and offers a significant sum for the killbots' capture, or at least destruction, as they have damaged many survey teams' vehicles.

0307 – Kelthon – D87B457-4

Bases G Trade Codes Lt, NI, Wa

This waterworld is home to few but is a haven for fishermen. The largest island, Naloko, is home to the Fishing Guild and a marine biology lab. Given how plentiful the ocean fauna are, there is little conflict between them; however, the lab does have significant influence over the guild, and as such the guild does not allow certain fishing techniques that it deems unfair, to the chagrin of many fishing outfits who would employ them. Little in the way of non fish food is available readily on the planet, save for products of farming in an area known as The Shallows, dozens of square miles of 0.25m to 2m deep water where houses on stilts provide home to farmers, and whose land is rammed by giant crab-like creatures called craunixes, which range from 2m to 4m in height and 1m to 3m in height. The spaceport on Naloko features many restaurants and offers of fishing trips. It also contains the famous Trance VR Arcade which attracts visitors from many systems looking to win top prizes; and the Serpentshead Resort, a cliffside

resort with many glass buildings and balconies, which has a beautiful view of the roiling sea.

0308 – Shevana – B786011-9

Bases G Trade Codes Ga

This planet is home to rare mycobiomes with fragile ecosystems of unique fungi. Only a few people are allowed to visit at a time, mostly biologists and conservationists. Still, the orbital component of Shevana Starport is a quite popular waypoint, owned by Vanacorp, which runs aerial sightseeing tours over the planet. However, recent restrictions on flight altitude for the tours has strained business, and rents at the starport have risen as a result, leaving many of the shopfronts empty, sometimes entire levels silent but for haunting elevator music. Still, it is an important waypoint between several systems, and lots of trade passes through what parts of the starport remain active. There is also a multilevel museum, founded and supported by the Xenomycology Institute. There are also some entrepreneurs who believe there are molds on the planet with potential as innovative antibiotics, or more, and are willing to pay the less scrupulous ship crews willing to ferry them to the surface to collect samples.

0405 – Trathuna B – B768898-5

Bases T,C,P,G Trade Codes Ga, Lt, Ri

This earth-like planet is a breadbasket, only now beginning to utilize higher tech in a more widespread way. Trathuna's tangled bureaucracy leaves it unable to implement a lot of offworld technology. Limited export capacity leaves the Tarshian Empire apathetic toward such struggles, and the plantation owners are too rich to care much either. Still, the spaceport is quite busy, exporting crops, importing tech, and providing transport for wealthy sight-seeing clients. A large sickly green gas giant - Trathuna D - is a common stop on the way out of the system. Imperial agencies and planetary government mesh and clash under the scrambling eye of the president, Arthur Moorvan. Of the eight provinces, Parjra is the largest, and its capital, Jelsa, contains the lowport. The highport, Jelsa Star Station, is under imperial jurisdiction. The station also contains a large resort and casino, frequented most often by those made rich by the

lush garden world below. The Purple Sun Casino is the prime place to broker deals, especially for shipping and commodity trading.

0406 – Eukalta – E437663-5

Bases G Trade Codes Lt, Ni
Respirators must be worn while bounding across the surface of Eukalta. The skies are thick with bulky four-winged birds who glide amongst the slender overhanging rock formations. Misty seas cover much of the planet's surface. The Tarshian Empire controls the government here, under a governor named Brent Senwith. He heads imperial mining efforts here. The small, primitive spaceport exists mostly to export products offworld for use in imperial ships. Most people on Eukalta work either in the mines, in component production, or in service industries. The planet attracts many sightseers, but due to imperial control, free roaming is limited to a few areas where the aerial fauna can be observed. Plentiful rock formations also make this place a popular tourist attraction. Rock climbing, made particularly easy by the low gravity, is also a popular pastime. The capital city, Sareun, is a mini-metropolis of around 250,000 inhabitants. On its outskirts is Eukalta's barebones starport. Few orders can be placed here, usually meeting brokers requires going to diners and bars nearby. The city is mostly built under airtight domes which vary from 10m to 150m in diameter.

0407 – Drespondin – D623536-7

Bases G Trade Codes NI, Po
This small world is mostly rocky mountains among barren desert. The sand and rock has a strong yellow color, like that of dried mustard. The planet is governed by a council of natural gas oligarchs who each control one of the small mining towns spread across the surface. Other than some hydroponic farming, the planet is quite dependent on imported food, as well as breath filters and respirators for breathing the planet's thin, toxic atmosphere. This, coupled with the expensive rail infrastructure required to maintain the network of mines, some a thousand kilometers distant, leaves the people poor and the oligarch's wealth quite fragile. The planet's only starport is located in Durna, the largest city and seat of government.

Many people here are eager to get offworld to escape the drudgery of mining. There are many corrupt starport officials who are not helpful for letting people off the planet - they get kickbacks from the oligarchical authorities for aiding in worker retention. The lowport is small and crude, but busy, mostly with heavy cargo ships, which not-uncommonly find themselves with desperate stowaways aboard.

0409 – Selkuso A – A004010-12

Bases T,C,G Trade Codes Ht, IC, Va
This tiny barren moon supports its highport, Selkus, by drawing water from the ice caps at the poles. It is a popular waypoint for traders and travellers, and profits heavily from the casinos owned by CarthaCorp, a conglomerate that owns Selkus and its various attractions. The spaceport also has large amounts of warehouse space for rent. The surface is only rarely explored by researchers, who mostly delve into the ice caves to collect samples or use the planet's unusual conditions for their experiments. This spaceport often has issues with contraband smuggling, and CarthaCorp, headed by Magnus Carthan, has been heavily pressured to reduce smuggling, even resulting in the deployment of imperial agents. Desperate to maintain sovereignty of his port, Carthan has had his head of security, a small beady-eyed man named Peter ZSaxwell, keep tabs on comings and goings, with a minimal reliance on search warrants (which would hurt business). Zowell has also been commanded to recruit any with military or police background, who seem trustworthy, to offer employment for surveillance.

0504 – Crucibus – D551114-2

Bases S,G Trade Codes Lo,Lt,Po
A small, barren world of mesas and sinkholes, Crucibus has few permanent inhabitants, outside of its scoutbase. Its harsh conditions make it a popular place for military training and exercises, as well as occasional weapons testing. The nearby gas giant, Fulcruthon, looms heavily in the planet's sky both night and day. Flocks of large winged venomous spiders lurk near the planet's few lakes, preying on herbivorous javelina-like creatures that

inflate air bladders that aid them in bounding long distances and floating to the bottom of sinkholes and canyons to drink. The desert is also home to house-sized striding beasts known as scythelegs, who spear prey to drink from on large proboscises and seem to have barely any need for water. Few venture into the wastes, other than the occasional surveying expedition sent by Calvin Crevura, an eccentric man who is certain of the planet's rich mineral reserves but can only afford discount survey teams sent out to locations based on his hunches. He provides equipment from a work shed missing several sets of equipment, which he refuses to comment on.

0505 – Tracheon – E7826AB-3

Bases G Trade Codes Lt, Ri, NI

Several million live on this barren but otherwise earth-like world. Ruled by the government of Alena Garth after her father, Trenton Garth, was assassinated, Alena enjoys the sympathy and adoration of much of the population, but rules with a tightly-clenched fist. Weapons and drugs are highly regulated, and little off-world news is allowed to filter into the populace, beyond what the Imperium requires. Her nation, Tachona, borders the breakaway region of Darevio. Alena blames the speartists for assassinating her father, but more importantly cannot stand a nation on "her" planet existing outside of her influence. Travellers to Tracheon are carefully vetted before being released into public, and any deemed to be agitators or free-spirited types will find their entry swiftly denied. Particularly-talented types skilled in espionage or military operations may find themselves contacted by Alena for operations against Darevian terrorist cells. Those who impress her might be invited to serve as agent provocateurs in her attempts to spark war with Darevio, should they prove loyal to her.

0507 – Keraxus – C781520-7

Bases C Trade Codes NI

The near endless desert is broken up by a few rivers and a few small towns, feeding into the Oasis Sea. The capital city of Azulon is presided over by a chancellor, Ignathus Vuriam, and a council who moderates and executes votes on new laws.

Lithium mines drive much of the planet's economy, growing its starport disproportionately to its population. The highport is a hub for local travel and trade. A space elevator lifts cargo and passengers between station and surface. An advanced detection system and laser array shoots space junk as it approaches, and the flashes of light are a common spectacle for those riding to or from the surface. With only around ninety thousand people on the planet itself, most of its surface is devoid of life. Some go out into the desert prospecting, where they can encounter one-meter-long scorpions, desert mice with long, moisture-collecting spines, and burrowing red-banded centipedes with stag-beetle-like horns. Rare, fissure-like crevasses hundreds of meters deep provide access to groundwater and shade.

0508 – Peleshtan – E897311-7

Bases G Trade Codes Ga, Lo

This earth-like world's toxic atmosphere keeps many from settling here; however, its lush vegetation makes it profitable for Agrox to run multiple farms there. Heavily subsidized by the Tarshian empire, the farms here have few employees, and are mostly grown and maintained by massive vehicles. Agrox also uses the farms to test agricultural equipment, which it plans to export to other worlds. Much of the world is covered in lush jungle with thick vegetation and massive trees which grow until they collapse under their own weight, sometimes forming networks of melding roots and branches, even mossy caves in the undergrowth prone to collapse. Dog-sized giant ants sometimes lurk in these caves, forming colonies. The forests are a popular attraction for hunters, and xenobiologists. Often, the latter will hire protection from some of the planet's exotic, aggressive plant-symbiotic megafauna. The capital city, Korsh, is a single huge complex composed of a half-dozen towers in a hexagon with a large glass dome in the center containing the city park. Mostly housing and providing workspace for Agrox employees. The planet administrator is named Ambrose Huxton.

0509 – Cruspar II – C233644-9

Bases G Trade Codes Na, NI, Po

This tiny planet's weak atmosphere leaves it without agriculture and dependent on imports. Its economy is supported by research facilities, recreation (including several stadiums for low-gravity sports), as well as health and banking services. With such low gravity, gyms are another popular business. Cruspar III is a large gas giant whose asteroidal moons have become a tempting target for investors as talk of mining them becomes widespread. The planet is ruled from its largest city, Tesmar, where the legislature composed of two to ten representatives from each city, depending on size, resulting in an 80-member body. Diplomats are trying to get imperial approval and aid to begin mining asteroids to give a boost to the planet's economy, but negotiations are ongoing. The popular singer Stylla hails from this planet originally. The popular sport of flindisk was invented here.

0510 – Ritullion – C374721-9

Bases P,G Trade Codes Ag

This planet's toxic atmosphere confines many of its inhabitants to large interconnected cities with segmented airtight walkways. These "glass cities" overlook a thriving agricultural breadbasket. The planet's settled land is split into seven provinces: Brenshae, Citarma, Feltweir, Thenault, Presma, Krelm, and Sothmar. Each functions in a direct democracy and is mostly autonomous. Most people work in either agricultural labor, driving, or operating high-tech harvesting machines, or else in building and developing automated farming equipment. There are many food processing plants as well, and the spaceport Manguro in the capital city of Wyllmyr in Brenshae is constantly busy with food exports, and the smells of corn, wheat, and oil permeate the air in the lowport. By the time they reach the highport they have been sealed in large containers for travel. The highport is full of restaurants, as well as migrant farm hands looking for a ride home. The spaceport also has its own smaller farmer's market, with a variety of colorful tents set up in the high-ceilinged atrium selling all manner of vegetables and fruits.

0604 – Veznar IV – B7B099E-10

Bases T,C,G Trade Codes De, Hi

With an atmosphere that burns the lungs in seconds, this desert planet's mining industry is in a complex array of freight trains surrounding the most bountiful mining regions. A bureaucratic government that heavily subsidizes and subsists off of various mining trades is directed by President Valonius Chalt, who keeps the planet's arcologies in a tightly-wound coalition. High tech and wealth keep the citizens happy and mostly blind to the government's corruption, and extreme strictness. The atmosphere of the Highport at Sendunza, the capital city of its largest nation Trazufar, is dour and reserved. Weapons aren't allowed, and many conversations are in muted tones, particularly by citizens of the planet, who can face repercussions for saying the wrong things. A few automated restaurants, with waiters-on-rails, adorn the highport. The lowport is a flower-shaped arrangement of enclosed landing pads around a central hub with basic services, also containing a labyrinth of government offices. The planet survives mostly on salt mining, gem mining, and rare metals mining, as well as starship foundries and solar power. Most of the planet's water comes from superdeep wells and moisture condensing.

0701 – Jamus B – D9D6631-5

Bases S,G Trade Codes FI, Lt, NI

Ruled by an openly-oligarchic government, this planet's plateaus are the only parts regularly and permanently inhabited. Dirigibles and ziplines move goods and people between plateaus both near and far. Many kilometers below, the planet's surface is thick with overgrown vegetation, in some places forming a peat-bog-like substance hundreds of meters deep. These forests are roamed by splay-legged reptiles, hunched mammals, giant acid-spitting centipedes with multiple proboscises, and birds whose flight is aided by air filled bladders. The plateaus being so densely populated, cliffside farming, both hydroponic and otherwise, is popular. Some plateaus have spectacular bridges built between them. The capital of the planetary government is Sarst, a city of 300,000 on a split plateau with a lake at its center. Its largest city, Kulsto, is a mere 400 km south, and boasts

350,000 people. The planet's oceans are composed of acid and water mixed with decaying plant matter in an endless miasma called the Sludge.

0706 – Belzadar – B210300-11

Bases T,C,G Trade Codes Lo

Around seven thousand people reside on this planet's orbital complex and corresponding research station on the surface, all under imperial control. The planet itself is mostly wilderness. The Highport is well known for its Museum of Imperial History, its tax-free shopping, and its synthetic burger joint, spanning three levels, called Jumpers'. The surface is utterly barren and is not known to contain life, besides a few extremophile microbes which are not certain to be natural. Portions of the planet are also used for solar farms, partly to power the station and partly to charge batteries.

0708 – Belnard – X667100-0

Bases none Trade Codes Ga, Lo, Lt

This earth-like world is mostly ocean, with three continents full of lush vegetation. A tiny colony of marooned victims of a crashlanded starship can be found on the hills of the northernmost continent. A variety of sauropods and mammals inhabit the planet and compete viciously for food. Huge poison-taloned hawks with two-meter wingspans will slash prey, hunting in packs to bring down large herbivorous megafauna, then feast on the animal when it eventually dies. Scissor-jawed raptor reptiles with anticoagulant saliva will slowly bleed prey to death with many bites. Trees often grow to be over fifty meters in height. Supercolonies of trees with interlinked branches are common. The planet has been declared a natural preserve by the Tarshian Empire, but motions to settle it are hotly debated.

0710 – Sanarak – B237885-12

Bases N,S,G Trade Codes Ht

This moon orbits the lime-green gas giant Gauthassa, which bathes the entire world in a verdant glow. Huge seas of ice with deep caves and sinkholes contain some patches of unique extremophile bacteria which are studied for their potential utilization in medicine. The planet's largest

city, Tellenaut, is sometimes called The Emerald City due to the greenish glow reflecting off the ice. Most of the city is connected by airtight tunnels. The low gravity aids in starship construction, so the planet is full of starship foundries both military and civilian, alongside the moon's naval base. There are also plenty of advanced weapons labs, many buried in the ice deep below the surface. The low gravity leaves many clambering through the narrow tunnels and utilizing magnetized tools. A rigid meritocracy, recorded by a constantly-spinning, continuously-laser-etched glass disk in a heavily-protected and carefully-maintained chamber called the Room of Memory, is headed by Chancellor Rufus Grastario. One's achievements, test scores, and productivity metrics are recorded here to help assign people to various projects or roles. Altering the record of memory is nigh impossible, but bribing the authorities who feed it data, on the other hand...

0801 – Teldine – D567467-5

Trade Codes Ga, Lt, NI

This lush world's skies are rarely clear of birds which grow to prodigious size and unusual shape. The planet centers around the colony of Mazari, so named after the planet's discoverer, Henry Mazari. Deserts around 1,200 kilometers north of Mazari contain unique rock formations only possible in the planet's low gravity. There is plentiful surveying work available, as the planet is planned by the imperial government there to be an agricultural powerhouse. Scientists are working on specialized labs to develop crops to take advantage of the lower gravity. The rest of the planet's technology is unimpressive. The provincial lord, Anthony Calaban, is strict but fair, and has recourse to a council of colonists elected from among their own; but more so to the imperial expectations. Surveyors are sometimes called striders or bounders for their practiced method of swiftly traversing terrain in low gravity. A variety of predatory birds hunt smaller ones. Daddy-long-legged spiders roughly one meter in height can be found. The colony city Mazari is situated around a lake in a valley called Narsura, after a water goddess from Henry Mazari's homeworld. It produces spring water renowned for freshness and exported to other worlds.

0802 – Excoria – C233678-10

Bases G Trade Codes Na, NI, Po

This tiny, icy planet is orbited by several cities built into space stations. The largest is Terathon, which is split into High and Low districts, thanks to geosynchronous orbit and its space elevator. Flensing icy winds of hundreds of kilometers per hour give the planet its name and force its surface residents either underground or into heavily-fortified, airtight complexes. Little is here save for a few companies which store wares in caves deep in the ice, some which offer storage to clients, and some who mine underneath the ice. Terathon is by far the largest population center on Excoria; in fact, the others are all but negligible. The city has around one million people, relying mostly on imports for their food. Many parts of the city are disused and cut off airlocks. Air travel is all but impossible on the planet, and no life is known to survive here. Cheap real estate attracted a boom economy which busted, and left much of Terathon a poor slum, causing the city to be split between various district mayors. Worse, decaying infrastructure has led to lapses in airflow in places, causing people to hoard oxygen canisters and fear the future.

0804 – Telaxal – D561477-6

Bases G Trade Codes NI

This mostly-barren planet has a few salty lakes among which several towns are built. Primitive lithium extraction pools provide the core of the planet's economy. The capital, Arcochan, is situated on a river between mesas, surrounded by farmland and further down the river an endless-seeming expanse of lithium-distilling pools. The wind-carved rock formations of the open desert are filled with birds who have six legs, splayed so as to grasp at the canyon walls or pin themselves so as to "climb" down narrow trenches in search of food at the watery bottom of deep cervasses. Several towns, feeling unfairly-treated by the central government, have split off from Arcochan and become their own entities, subsisting mostly from farming and smaller lithium harvesting operations. One, Taractun, has a salt mine which it has used as leverage to keep trade open with

Arcochan, which has begrudgingly accepted the other towns' autonomy. However, a new mayoral candidate gaining popularity has promised to reunite the towns, with military might if necessary.

0805 – Gelannah – C59578C-6

Bases S,G Trade Codes Ag, Ga

This moon of the gas giant Totheomimas has a dense CO₂-laden atmosphere. High concentrations of limestone have given the planet an extensive cave system. The surface has many marshes and bogs. Totheomimas' blue surface, swirling with storms, often looms large in the sky; when it is not clouded over. The planet is ruled by a strict meritocracy. Duke Orvin Cutalleous rules the planet, having unified its several bickering states into a single nation, called Unaria. The duke, paranoid and desperate to maintain his fragile nation, has banned all weapons and off-world news. Visitors cannot even mingle with the population without an escort from the duke's men. He lives in a lavish palace of four pagoda-like towers, whose grounds conceal many hidden defenses. The planet's lush landscape and arable soil make it an agricultural powerhouse, and it exports many herbs and spices which simply will not grow anywhere else. Spelunking is a common hobby for many. The spaceport is dour and its staff taciturn. Just outside, the eerie uniformity of the video screens and decor makes for a stark change of atmosphere.

0807 – Kroskur – B432631-9

Bases N,S,R,T Trade Codes Na, NI, Po

The corrupt regime of President Adam Olgasta and his ministers and generals rules over this small planet. Iron mines and helium drilling keep his planet's economy functional (barely) and its citizens from openly revolting, as well as keeping the Tarshian Empire looking the other way. Its cities, mostly underground but with some domes that poke out above the surface, are cramped and dingy. Just outside the lowport are beggars and grifters galore, and a distinct shift in cleanliness from the imperially-maintained port. The highport is yo-yo shaped and has several levels and an extensive shopping center, something supported and subsidized by Olgasta to keep travellers

happily occupied and away from the surface. Elaborate fountains, colored light displays, and hanging glass sculptures decorate the beautiful highport. On the surface, lodging and storage are quite cheap, and practically free depending on the amenities one requires. This, alongside the government's ambivalence toward anything not a threat to the regime, makes it a popular place for black market goods, with brokers lurking furtively in the highport to snag customers. It is also a popular refuge for those who wish to be left alone.

0808 – Thenerox – D511045-4

Bases S,G Trade Codes IC, Lt

This tiny uninhabited world has but a single scout base and no other settlements. Its main feature of interest is an enormous crater around 500 kilometers wide, which surveys suggest is rich with rare metals. The planet is still claimed by the Tarshian empire, but plans to sell mining rights to parts of the crater are in development. Eager investors are willing to hire survey teams to do more detailed scans so that they can better choose which parcels of land to purchase when the time comes. There are also many volcanoes throughout the planet. Streaks of soto from countless eruptions can be seen tracing their way across the skies from orbit.